

TABLE OF CONTENT

STATEMENT OF ORIGINALITY	i
APPROVAL SHEET.....	ii
ACCEPTANCE.....	iii
ACKNOWLEDGMENTS.....	iv
DEDICATION	v
ABSTRACT	vi
ABSTRAK	vii
TABLE OF CONTENTS	viii
LIST OF FIGURE	ix
LIST OF TABLE	x
LIST OF APPENDICES	xi
CHAPTER I INTRODUCTION	1
1.1 Background of the Study.....	1
1.2 Statements of the Problem	3
1.3 Aims of the Study	3
1.4 Advantages of the Study	3
1.5 Output of the Study	4
CHAPTER II LITERATURE RIVIEW	5
2.1 Learning Media	5
2.2 Definition of Video	5
2.3 Creating Video	6
2.4 Strengths and Weaknesses of Video	6
2.5 Characteristics of Video Media.....	7
2.6 Animated Videos.....	8
2.7 Indicators of Animated Video Users.....	9
2.8 Folklore	9
2.9 English for Teenagers	10

CHAPTER III METHODOLOGY	12
3.1 Method and Development Procedure.....	12
3.1.1 Analysis	13
3.1.2 Design	15
3.1.3 Development	16
3.1.4 Implementation	17
3.1.5 Evaluation	19
3.2 Implementation of Tasks.....	22
3.3. Budget Execution.....	22
CHAPTER IV	23
RESULT AND DISCUSSION	23
4.1 Result	23
4.1.1 Analysis	23
4.1.2 Design	35
4.1.3 Development	46
4.1.4 Implementation	50
4.1.5 Evaluation	53
4.2 Discussion	57
CHAPTER V	63
CUNCLUSIONS AND SUGGESTION	63
5.1 Conclusions.....	63
5.2 Suggestion	63
BIBLIOGRAPHY	64
APPENDICES	68

LIST OF FIGURE

Figure 3.1 ADDIE Research and Development model	12
Figure 3.2 Stage of research and development	13
Figure 4.1 Interview with English Teacher at Sudirman Junior High School	24
Figure 4.2 Gromore Studio Series Channel (Script Reference)	26
Figure 4.3 Our Fairy Tales Channel (Script Reference)	26
Figure 4.4 Interactive Children's Story Riri Channel (Script Reference)	27
Figure 4.5 Indonesian to English translation process	32
Figure 4.6 Manuscript Grammar Checking Process	33
Figure 4.7 Main Characters in the Story	36
Figure 4.8 Main Character Design by the Production Team	37
Figure 4.9 Her Mother Praying	37
Figure 4.10 Darmi Apologizing to Her Mother	38
Figure 4.11 Clothing and Accessories Design	39
Figure 4.12 Design of the Beginning of the Story in the Video	39
Figure 4.13 Design of the Centerpiece of the Story in the Video	40
Figure 4.14 Design of the End of Story Section in the Video	40
Figure 4.15 Supporting Character 1	41
Figure 4.16 Supporting Character 2	41
Figure 4.17 Visuals of All Characters in the Video	42
Figure 4.18 Village Design Background with Dense Forest	43
Figure 4.19 Background Design of a Fertile Garden	43
Figure 4.20 Design Background in the Market	44
Figure 4.21 Design Background at the Fish Market	44
Figure 4.22 Darmi into Stone Design Background	45
Figure 4.23 Font Design in Video Story	46
Figure 4.24 Adobe Premiere Pro logo	47
Figure 4.25 FilmoraGo Logo	47
Figure 4.26 Video Results Presentation	50
Figure 4.27 Video Submission to Sudirman Junior High School	51

Figure 4.28 Video Publication to Youtube 52

Figure 4.29 Filling in the Assessment Form by the English Teacher 55

LIST OF TABLE

Table 3.1 Product Assessment Form	20
Table 3.2 Implementation Plan	22
Table 3.3 Budget Execution	22
Table 4.1 Results of English Video about “Crying Stone”	48

LIST OF APPENDICES

Appendices 1 Research Permit	68
Appendices 2 Research completed	69
Appendices 3 English Teacher Questionnaire Form	70
Appendices 4 Media Expert Validation Form	71
Appendices 5 Media Expert Questionnaire Form	72
Appendices 6 Turnitin Result	73
Appendices 7 Screenshot of the Video Product "Crying Stone"	74